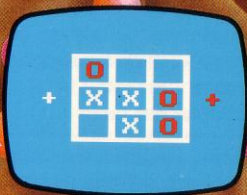


PHILIPS VIDEOPAC

19



Catch the ball
Attrape la balle
Vang de bal
Fang den Ball
Il raccatta palle
Fang bolden
Fånga bollen
Coge la pelota

Noughts and crosses
Morpion
Boter, kaas en eieren
Drei mal drei
Tris
Kryds og bolle
Nollor och kryss
Tres en raya

PHILIPS



Instructions for Use

Catch the ball

A. (2 players) Press RESET
next press key 0

A white ball appears in the top right-hand corner of the TV screen and rolls towards the middle where it drops down through an opening. It bounces at random through a maze of red lines and dots. The red clown has to try and catch the ball in his hat.

Your opponent is next with his blue clown.

The one who catches most balls is the winner.

A winning tip: the ball does not necessarily have to drop down into the hat. Your clown may scoop it up too.

The time limit is 3 "game-minutes". The game stops when the playing time has expired.

B. (2 players) Press RESET
next press key 1

The game is similar to the previous one, including the 3 "game-minutes" time limit. Only difference is that you get another chance, immediately after catching a ball. Theoretically the first player can finish the game before his opponent gets a chance.

C. (1 player) Press RESET
next press key 2

Whether you miss or not, the red clown keeps playing throughout the period of 3 "game-minutes". See if

Noughts and crosses

G. (2 players) Press RESET
next press key 7

The screen shows a nine-square playing board. Underneath you see 3 blue noughts and 3 red crosses. Blue begins by moving his "+" to the square of his choice. By pressing the button he drops it into that square. Red is next. The winner is the one to get three noughts, or three crosses, in one straight line, either horizontally, vertically or diagonally.

If all the marks have been placed and there isn't a winner yet, blue

guides his "+" to the nought he wants to move. By pressing the button, the nought is removed from that square and appears at the bottom again. Move the "+" to another square to reposition, press the button again to drop the spare nought into place.

Red can do the same in order to reposition one of the crosses.

Each time a game is finished, press RESET (Δ), 'SELECT GAME' is shown on the screen. Now:

- (a) Select another game.
- Or (b) Select another Videopac.
Remove existing Videopac by placing one hand next to it, and pulling handle upwards.
Replace Videopac in its box.
Refer now to Instructions for Use of the next Videopac.
- Or (c) Plug aerial back into TV, and unplug the Videopac Computer from the mains.

Check procedure

If you suspect a fault in the equipment follow this procedure (with a Videopac installed). Press RESET (Δ). The TV will emit a short sound, and 'SELECT GAME' should appear on your TV screen. If not, ensure that the equipment is set up properly as detailed in the Instructions for Use (both of the equipment, and of the Videopac used). If the fault remains, take both the equipment and Videopac to your dealer.

you can improve your score.

D. (2 players) Press RESET
next press key 4

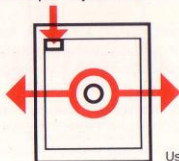
Play alternate turns with a competitor without the restriction of a time limit.

E. (2 players) Press RESET
next press key 5

See how long you can play against your opponent. The rules are the same as game B.

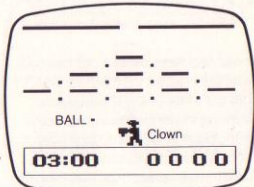
F. (1 player) Press RESET
next press key 6

This game is similar to game C. Without a time limit this time. See if you can improve your skill.



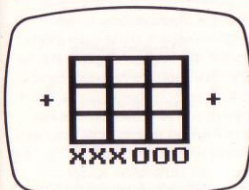
Use joystick to move clown.
Press button to accelerate.

Start of game



Time left to play

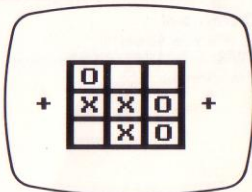
Balls caught by resp.
blue and red clown



Start of game



Use joystick to move "+"
mark to required square.
Press button to make your mark.



Game situation.
Next move is for "O".
By moving his mark from left-hand to
right-hand top corner, he wins.

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